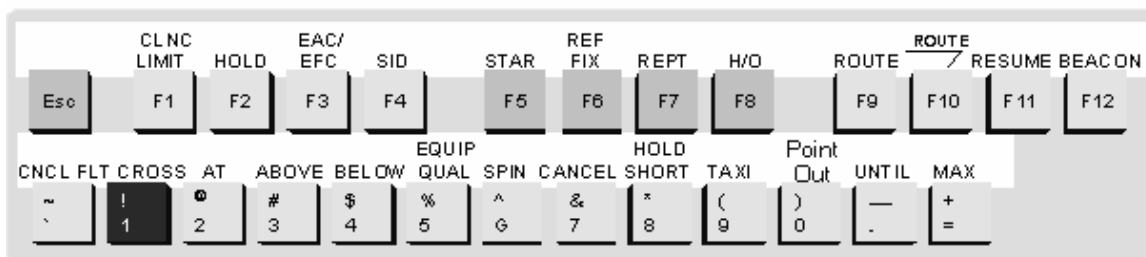
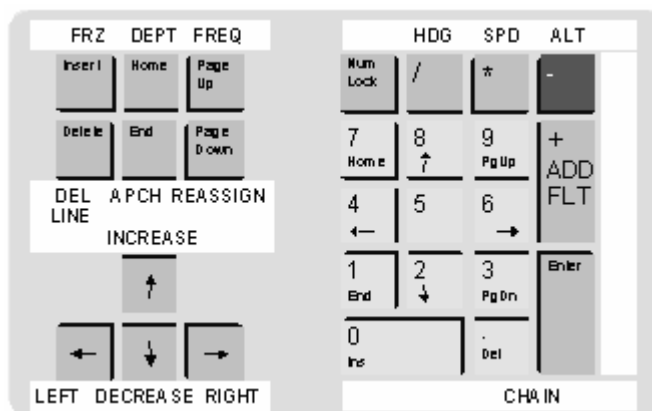


1 Pilot Commands



The Pilot Commands have been assigned to the keyboard for ease of use. These images of the Pilot Keyboard Template show the locations of these assignments.

All Pilot Commands except Add_A_Flight require that an aircraft be selected first.



1.1 Heading Commands

Entry	Result
Heading <i>Heading</i>	Causes an aircraft to turn to the Assigned Heading. Heading: Range 0 to 360.
Heading Left <i>Heading</i>	Causes an aircraft to turn left to the Assigned Heading. Heading: Range 0 to 360.
Heading Right <i>Heading</i>	Causes an aircraft to turn right to the Assigned Heading. Heading: Range 0 to 360.
Heading Left	Causes an aircraft to start turning left.
Heading Right	Causes an aircraft to start turning right.
Heading	A turning aircraft will stop turning and continue on its present heading.
Heading <i>Degrees Left</i>	Causes the aircraft to turn the specified number of degrees to the left.
Heading <i>Degrees Right</i>	Causes the aircraft to turn the specified number of degrees to the right.

1.2 Speed Commands

Entry	Result
Speed <i>Speed</i>	Sets the Assigned Speed of an aircraft to the specified <i>speed</i> . Speed: Must fall into the range valid for this aircraft.
Speed Increase <i>Speed</i>	Adds the specified <i>speed</i> to the Assigned Speed of an aircraft. Speed: Must fall into the range valid for this aircraft.
Speed Decrease <i>Speed</i>	Subtracts the specified <i>speed</i> from the Assigned Speed of an aircraft. Speed: Must fall into the range valid for this aircraft.

1.3 Altitude Commands

Entry	Result
Altitude <i>Altitude</i>	Replaces the Assigned Altitude for an aircraft.
Altitude MAX	Makes the aircraft use its MAX rate to reach the Assigned Altitude to which it is going.

1.4 Departure Commands

Entry	Result
Depart	Causes an aircraft waiting for departure to begin takeoff and ascent from airport.

1.5 Approach Commands

Entry	Result
Approach	Press the Approach button and select from the list of valid approaches built for that particular airport.

Note: If a list is not displayed, then this aircraft is not routed to a valid airport. Reroute the aircraft to the desired valid airport and follow the approach instruction again.

1.6 Beacon Commands

Entry	Result
Beacon I	Causes an aircraft to ident.
Beacon <i>Beacon I</i>	Replaces the existing beacon code for an aircraft and also causes the aircraft to ident.
Beacon <i>Beacon</i>	Replaces the existing beacon code for an aircraft.

1.7 Route_Intercept Commands

Entry	Result
Route_Intercept	Causes an aircraft to attempt to rejoin its route.
Route_Intercept <i>fix</i>	If the fix is on an aircraft's route of flight this entry will cause the aircraft to fly direct to the fix and join the route of flight there.

1.8 Cancel Flight Commands

Entry	Result
Cancel_Flight	Removes an aircraft from the simulation.